Putting things in Perspective
Where did Linear Perspective come from?

- During the Renaissance (14^{th}-15^{th} Century) there was a movement to re-create reality in artwork.
- Why was it important for people to draw realistically?
- In an attempt to understand how to make buildings look realistic a man by the name of Brunelleschi.
What is *Linear Perspective*?

• Linear perspective is a set of rules used to create the illusion of 3-dimensional objects on a flat (2-dimensional) surface.

• There are 2 basic rules of linear perspective that you need to remember:
  – Objects that are closer appear bigger.
  – Parallel Lines intersect at the horizon line.
    • Orthogonal Lines: parallel lines drawn in perspective.
Rule #1: Objects that are closer appear bigger.

Do you think the paintings are of the same size in real life?

Are they the same size on the drawing?
Rule #2: Parallel lines intersect at the horizon.

Do rails ever intersect in real life?

Do they intersect on the drawing?
1-2-3 Point Perspective

• One Point Perspective Example
  – The drawing on the left depicts a cube drawn in a 1 point perspective. One point perspective is used to draw objects that are directly facing the viewer.
1-2-3 Point Perspective

- Two Point Perspective
  - used to show more than one side of objects and turn objects in space.
  - Notice how the frontal edge of the object to the left appears bigger (rule #1).
  - Also notice how parallel lines converge to the same point on the horizon (rule #2).
1-2-3 Point Perspective

- Three Point Perspective Example
  - 3 point perspective is used to emphasize height. It is required when drawing very tall objects, such as building.